NEW! THE ETERNAL CHAMPIONS HAVE ARRIVED!

Sonic the comic

No.19 February 18th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

KICK IT, CHAMPIONS!

NEW SHINOBI STORY inside!

9 770969 304013 19

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!
Watch how you handle this issue of STC - it's hot!

For a kick-off the **Eternal Champions** are here! Sega's hottest new street-fighters explode into action with STC's hottest new comic series. If you think this is the beginning of something seriously huge - you'd be right! In preparation right now is the **STC Eternal Champions Special**. It will feature more stories, more moves, and more information than any E.C. fan could wish for. Watch out for it next month.

Shinobi is back! Joe Musashi returns in a brand-new six-part story. Boomers who raved about his first appearance in STC's 1-6 prepare to orbit the Moon!

Sonic 3 is coming! We've turned over the Review Zone to a full review of the most megatastic Sonic game since. . .well, **Sonic 2**! And, in the News Zone, find out when you can actually buy it.

We've got Sonic videos to give away - next issue! That's right, Boomers, the freebie we announced as appearing in STC 17 has been held back so that we can bring you not one, but two videos full of the TV **Adventures Of Sonic The Hedgehog**. Believe me, the wait will be worth it!

Coming soon: FREE GIFTS! Two new STC goodies will be given away free with issues 21 and 22. What are they? It's a secret! All will be revealed here in the Control Zone next issue.

Also coming soon: MORE POSTER MAGS! After the resounding success of **Sonic The Poster Mag** 1 and 2, STC will be producing six more poster mags this year! STPM 3, featuring an all-new Sonic comic strip, goes on sale later this month. More details next issue.

So, are we talking hot or what? STC - the only comic you need flameproof underwear to read!

Megadroid

S.T.C.

WHAT THE HECK WAS IT?

Back in STC 13, the **Belt Clip** was unleashed on an unsuspecting world. A fashion statement of the highest order, it also had a multitude of other exciting uses. But what were they?

STC challenged Boomers to come up with original uses for this object. The best five would win exclusive **Sega Pirate TV T-shirts**. Needless to say, the ideas flooded in, and here (drum roll, please) are the winning five entries:-

Stephen Emordy of Glasgow:
IT'S A BELLY-FLUFF REMOVER!

Michael Marshman of Southport, Merseyside:
IT'S A HOLDER FOR MY MUM'S BINGO CARDS!

Saul Wilcox of Bath, Avon:
IT'S A CLOTHES PEG!

David Bunn of Stafford:
IT'S AN AID FOR PARTING YOUR HAIR!

Howard Mosley of Skellow, South Yorkshire:
IT'S SOMETHING FOR FIRING INK PELLETS AT YOUR TEACHER!

Thanks, Boomers, you're all seriously weird people! Hope you like your T-shirts. Thanks also to the many other folk who sent in equally loony ideas. Here is just a selection of other uses for the **STC Belt Clip**.

It's a potato slicer!
It's a loo roll cutter!
It's something to blow up a SNES with!
It's an Elastoplast remover!
It's something to pick your nose with!
It's something to clip on the spokes of your bike!

● **Editor:** Richard Burton
● **Asst. Editor:** Deborah Tate
● **Designer:** Clare Gillmore
● **Cover Art:** Brian Williamson/Steve White
● **Managing Editor:** Steve MacManus
● **Publisher:** Chris Power

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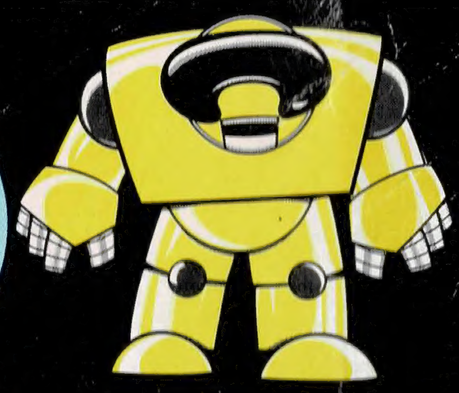


The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	▲	SENSIBLE SOCCER
2	—	ALADDIN
3	—	SONIC SPINBALL
4	—	STREETFIGHTER 2 CHAMP ED.
5	▲	SONIC THE HEDGEHOG 2
6	▲	MICRO MACHINES
7	▼	MORTAL KOMBAT
8	—	JUNGLE STRIKE
9	▼	F1
10	new	ROBOCOP V TERMINATOR

MEGA CD

1	—	SONIC CD
2	—	THUNDERHAWK
3	▲	NIGHT TRAP
4	▼	LETHAL ENFORCERS
5	▼	SILPHEED
6	—	FINAL FIGHT
7	—	SEWER SHARK
8	—	ECCO THE DOLPHIN
9	—	SHERLOCK HOLMES
10	RE	BATMAN RETURNS

MASTER SYSTEM

1	—	SONIC CHAOS
2	—	JUNGLE BOOK
3	—	MORTAL KOMBAT
4	▲	OLYMPIC GOLD
5	new	WINTER OLYMPICS
6	▼	JURASSIC PARK
7	RE	THE FLINTSTONES
8	▼	F1
9	new	COOL SPOT
10	RE	WIMBLEDON TENNIS

GAME GEAR

1	—	SONIC CHAOS
2	▲	JUNGLE BOOK
3	▲	ECCO THE DOLPHIN
4	▲	COOL SPOT
5	▲	SONIC THE HEDGEHOG 2
6	▼	MORTAL KOMBAT
7	new	PGA TOUR GOLF
8	RE	BATMAN RETURNS
9	—	MICKEY MOUSE 2
10	new	WINTER OLYMPICS

SPONSORED BY PENGUIN BISCUITS — ELSPA CHARTS COMPILED BY GALLUP

Sonic THE HEDGEHOG

CASINO NIGHT PART 2

THINGS ARE NOT GOING WELL FOR SONIC AND PORKER LEWIS IN THE CASINO NIGHT ZONE...

HEY, WHODA THOUGHT IT, BOSS? THAT WE THREE MARXIO BRO'S WOULDA BEEN THE ONES TO POLISH OFFA THE FAMOUS SONIC THE HEDGEHOG!

WITH MY BRAINS, HOW COULD WE LOSE?

WHATTAYOU MEAN? THIS TRAP, SHE WAS-A MY IDEA!

OH, TRYING TO TAKE ALL THE CREDIT FOR YOURSELF EH? WE'LL DISCUSS THIS LATER, CHICIO!

Script: Nigel Kitching **Art:** Richard Elson **Lettering:** Elitta Fell

WELL, ER... SONIC WHAT'S YOUR PLAN? HOW ARE WE GOING TO ESCAPE?

AFRAID I DON'T HAVE ONE, BUDDY. SORRY 'BOUT THAT.

AAAARRGHH! THIS IS IT! WE'RE DOOMED! I CAN'T STAND IT! I CAN'T STAND IT!

OH PARDON ME 'MISTER COOL', BUT IT'S NOT EVERY DAY I'M SPLATTERED BY A ROLLER COASTER CAR!

RRUMBLE!

WHOA! COOL IT, LITTLE PAL. YOU'RE EMBARRASSING ME...

HEY, I WAS JUST KIDDING.

WHAT?

I WAS KIDDING. OF COURSE I HAVE A PLAN!

HAS ANYONE TOLD YOU THAT YOU HAVE A VERY *STRANGE* SENSE OF HUMOUR?

ALL I GOTTA DO IS VIBRATE MY HANDS AT SONIC-SPEED AND THE ROPE SHOULD LOOSEN.

THERE... IT'S *EASY* WHEN YOU KNOW HOW!

PLEASE, JUST *HURRY!*

RRROAR!

SONIC, *YOU DID IT!* ER... SONIC?

I'M OKAY! WHICH IS MORE THAN THOSE MARXIO BROS WILL BE ABLE TO SAY WHEN I FIND THEM!

THIS IDEA OF YOURS WAS *REALLY* DUMB, CHICIO!

OH, SO IT'S-A MY IDEA AGAIN, IS IT?

YOU CAN'T ESCAPE ME, YOU CLOWNS!

NO ADMITTANCE TO PUBLIC

CAN'T BLAME US FOR TRYING, SPIKEY!

THE MARXIOS KNOW THIS ZONE LIKE THE BACK OF THEIR HANDS. I MUST BE CRAZY FOLLOWING THEM THIS WAY.

ALTHOUGH, I *DO* HAVE MY *REPUTATION* TO THINK OF!

I KNEW IT! I'M BACK IN THE HEART OF THE *CASINO NIGHT ZONE!*

I BARELY MADE IT OUT ALIVE LAST TIME I WAS HERE!*

*SEE LAST ISSUE-MEGADROID.

IS *THIS* WHAT YOU'RE AFTER?

WE DON'T-A KNOW WHAT IT IS, BUT IT SEEMED PRETTY IMPORTANT TO YOU AND YOUR BUDDY!

I'LL TELL YOU WHAT IT IS, MOUSTACHE-CHOPS!

DI-ONG!

IT'S A *DISRUPTOR.* DESIGNED TO RE-PROGRAM YOUR MASTER COMPUTER, SO THAT YOUR GAMING MACHINES WILL PAY OUT.

HEY, I'VE-A GOT THOSE MACHINES PROGRAMMED SO THEY'LL-A *NEVER* PAY OUT!

NOT ONCE I GET HOLD OF THE DISRUPTOR!

THINK AGAIN KID!

OOPS, HOW CARELESS OF ME!

ZZ-KRAK!

HEY, THAT'S COOL, I DON'T NEED IT NOW!

WHAT?

I WAS ONLY PLAYING FOR TIME!

WHAT-A YOU TALKING ABOUT, SPIKE-A-BALL?

WELL, IF PORKER LEWIS CAN DESIGN THE DISRUPTOR, HE'S CERTAINLY CAPABLE OF RE-PROGRAMMING YOUR MAIN COMPUTER *MANUALLY*.

JACKPOT!

I WON!

AND WHILE I'VE BEEN KEEPING YOU BUSY, THAT'S *JUST* WHAT HE'S BEEN DOING!

ALL THIS MONEY! I CAN'T BELIEVE IT!

HI SONIC, HOW DID I DO?

I ADMIT IT BUDDY, I'M IMPRESSED!

YOU REALISE, THIS MEANS *WAR!*

HOLD IT GUYS! YOU HAVEN'T SEEN THE BEST BIT YET. RIGHT, PORKER?

RIGHT! LET ME JUST CHECK MY WATCH...

...LET ME SEE. THREE... TWO ...ONE...

...ZERO.

KA-BOOOM!

GRAB MY ARM, PORKER. WE'VE GOTTA GET OUT OF HERE— *FAST!*

HEY, YOU TWO, *WAIT!*

ARE YOU KIDDING?

THAT'S THE END OF YOUR EVIL SCHEME IN THE CASINO NIGHT ZONE, ROBOTNIK!

AND THIS IS JUST *THE BEGINNING!*

NEXT ISSUE: SUPERSONIC RETURNS!

REVIEW Zone

This extra special Review Zone brings you a full review of the newest and greatest Sonic The Hedgehog game yet to appear! STC Reviewer this issue: Vincent Low.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

SONIC THE HEDGEHOG 3

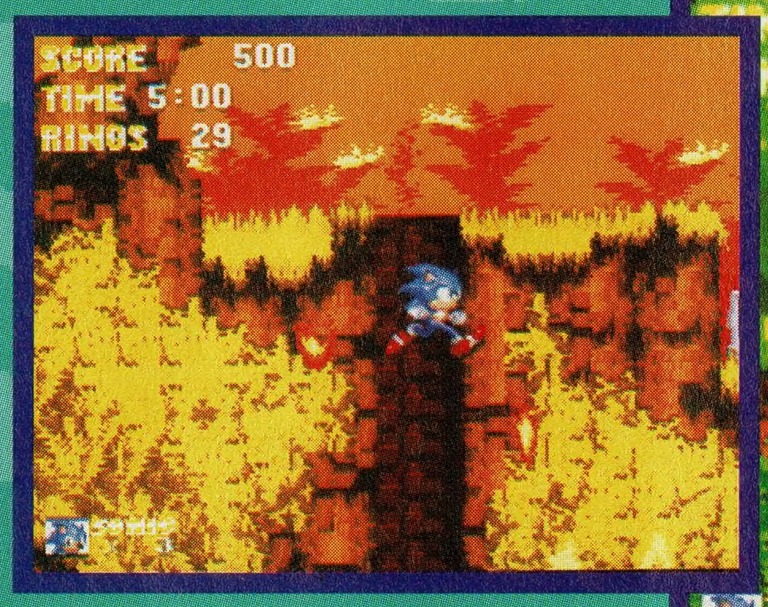
game type: ACTION
1-2 PLAYERS
MD

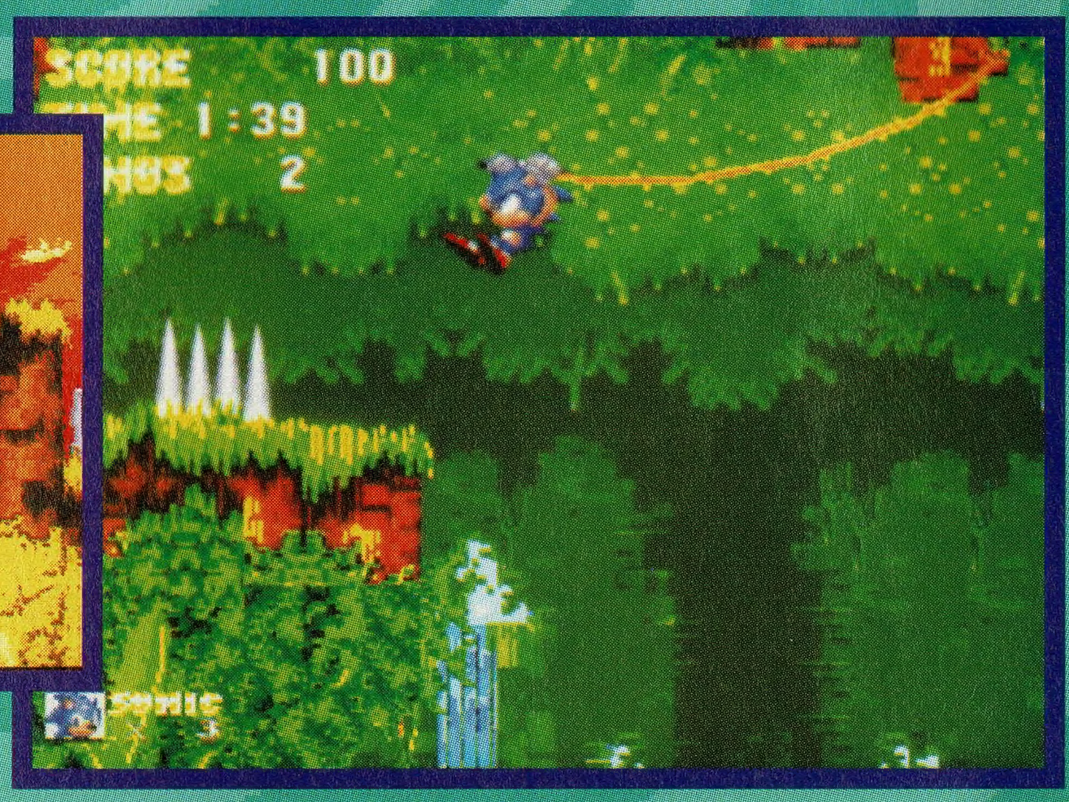
Sonic The Hedgehog 2 was such a huge global success that Sega was always going to be under pressure to deliver the goods again. Well, **Sonic The Hedgehog 3** is everything a Sonic fan could want and more. For a start, both Sonic and Tails characters have been given around three times as much animation as they had in *Sonic 2*. Furthermore, they look a whole lot sharper and animate smoothly.

There are now two bosses per stage (one in each act), plus there's a new set of Badniks to beat. They not only look different but they attack really quickly and have a good eye for weak spots!

Sonic 3 is packed with lots of new play items like spinning tops, pulley ropes, catapulting arms, spiked pillars and twirling vines, to name but a few.

What Sonic game would be complete without the Zones? Well, this game features six brand new ones, and they are all *h-u-g-e*.



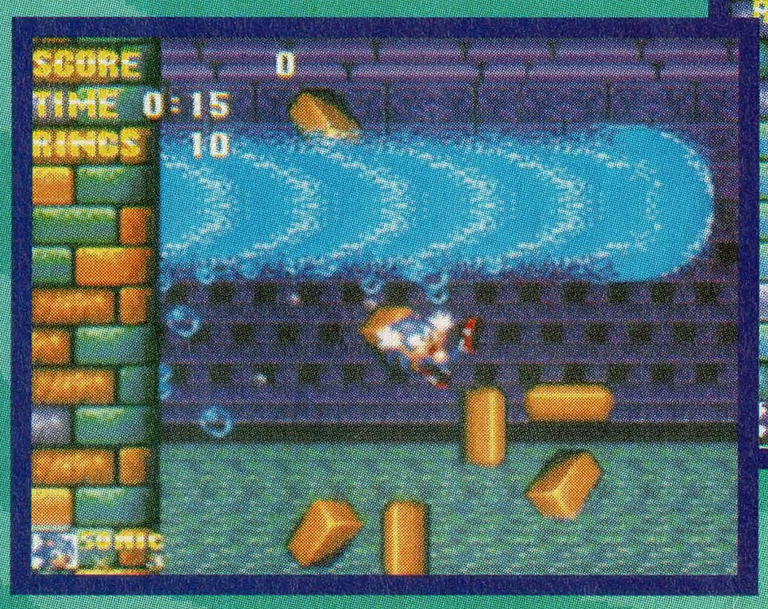


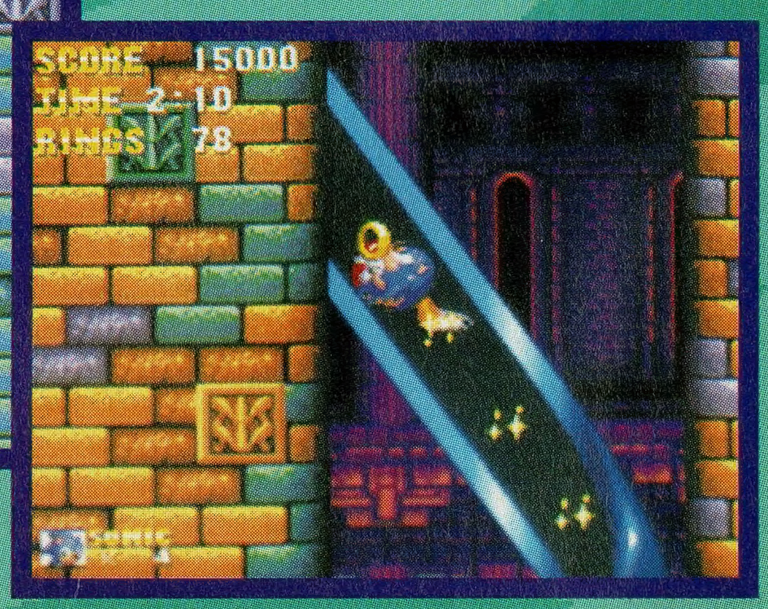
ANGEL ISLAND

This zone has Sonic meeting up with a new enemy called Knuckles who teases Sonic throughout the game. This weird looking creature is an Echidna (that's a spiny anteater, as if you didn't know!). Other hazards you'll encounter on the island are vines (the swinging variety), and sheer walls of flames!

HYDROCITY

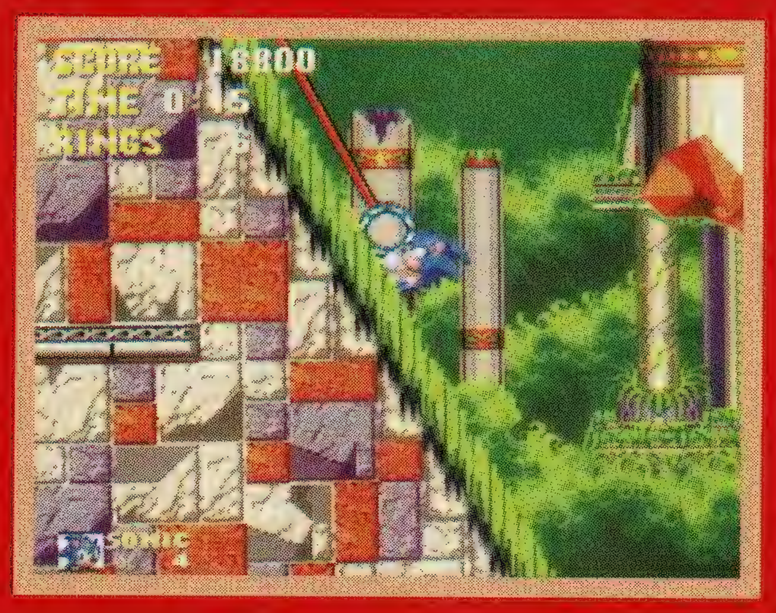
This water-filled city is no joke and features many tricky combo moves. Features include chasing walls, slippery slides, underwater creatures and conveyor belts.

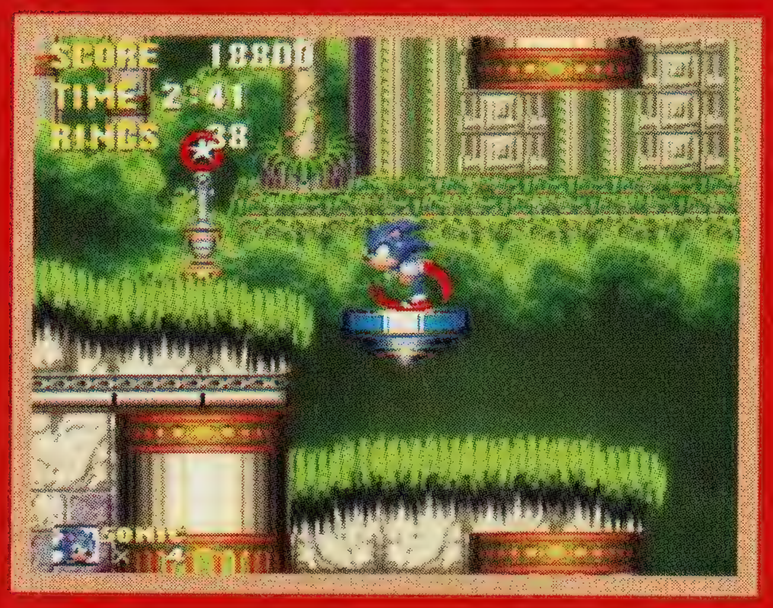




MARBLE GARDEN

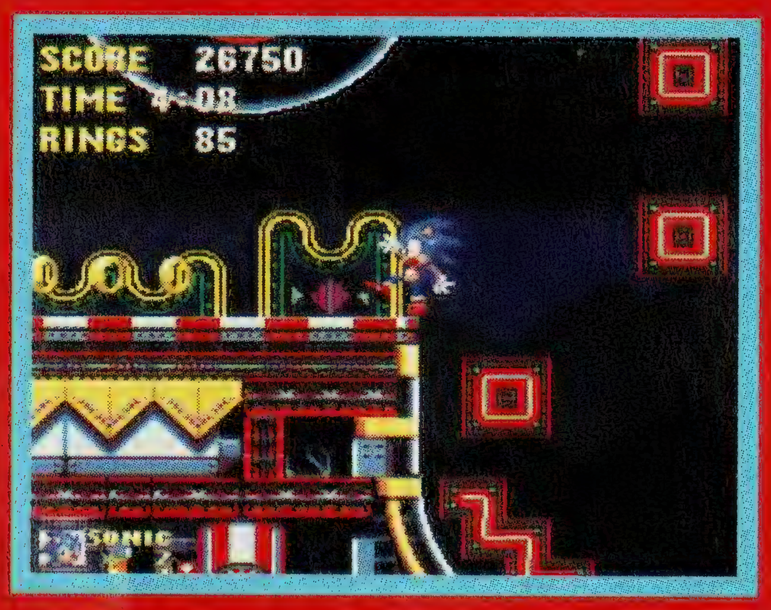
This may look a little familiar to start with, but don't be fooled. This is one wicked roller coaster ride against Robotnik's dominions.

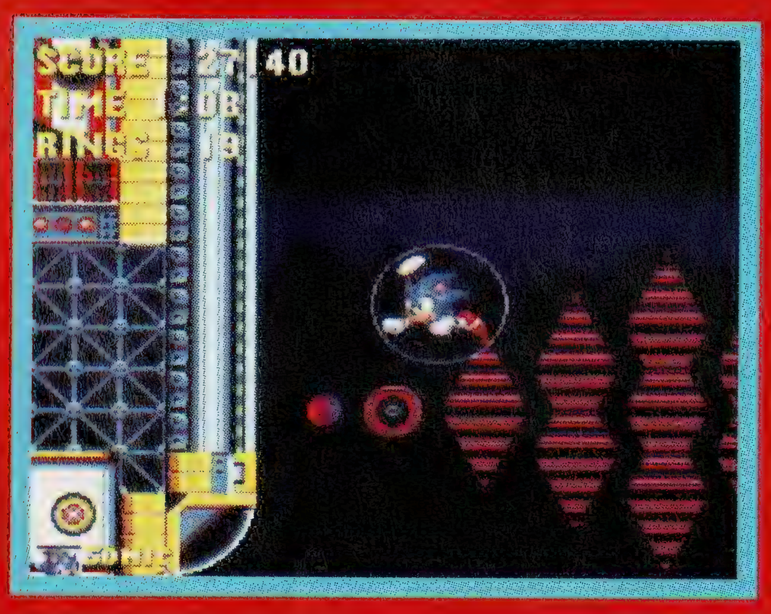


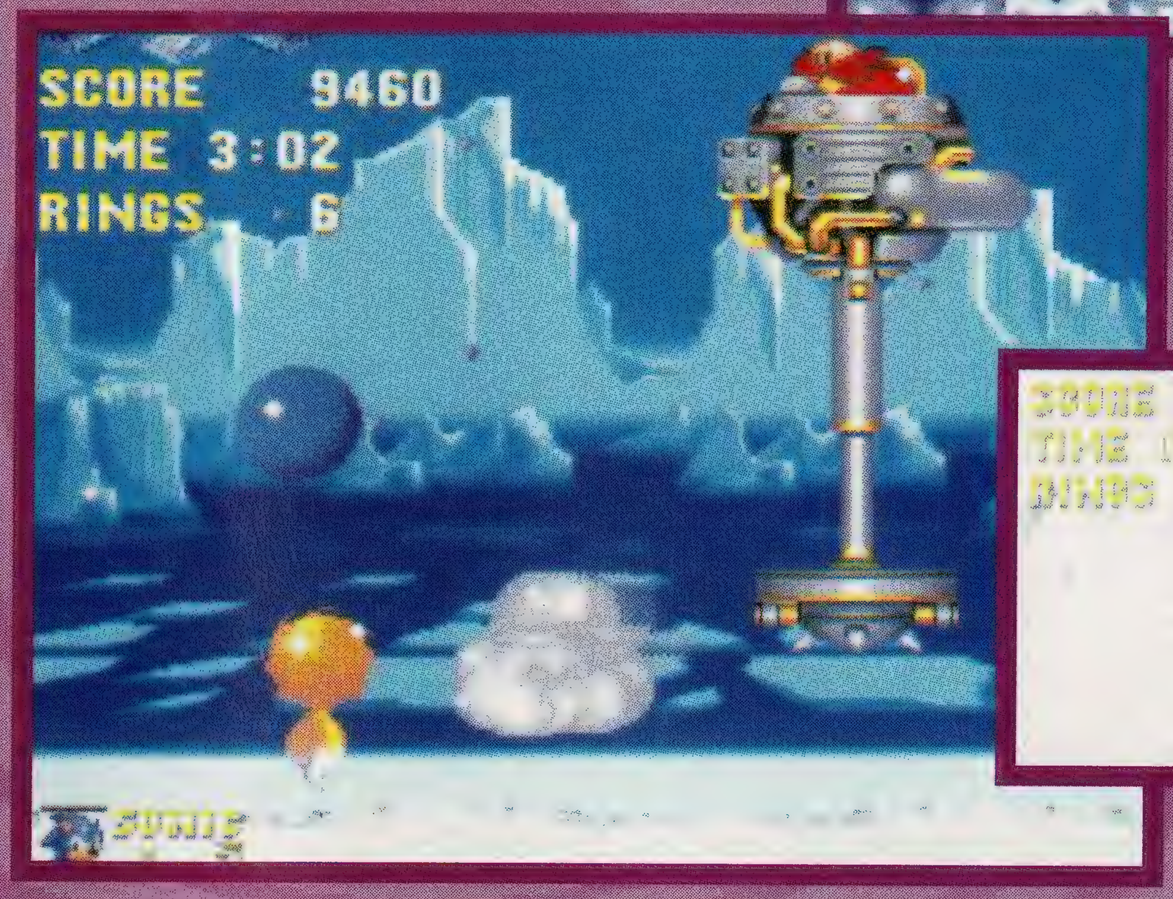


CARNIVAL NIGHT

If you liked *Sonic 2*'s Casino Night Zone, you'll love this. There are chunky balloons to bounce off, cannons to be fired from, an abundance of shields, Badniks galore, and candy sticks to run down at warp speeds. And that just begins to describe it!





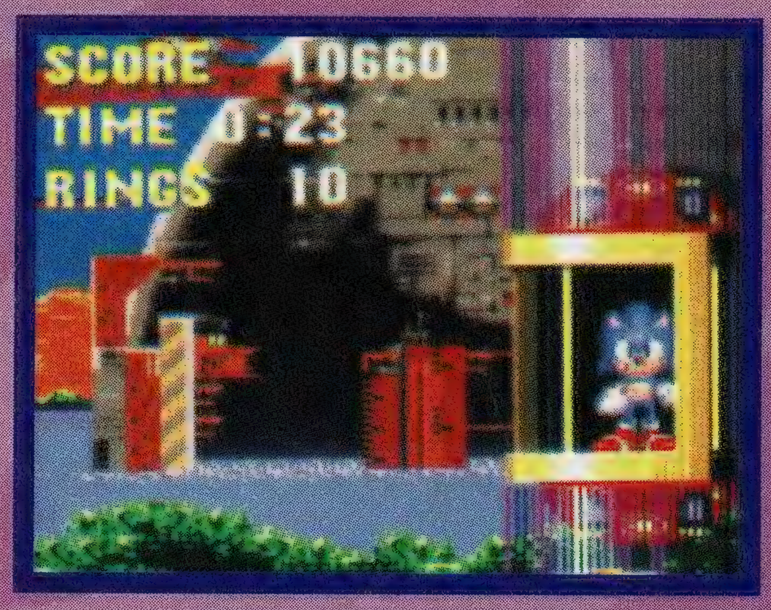


ICE CAP

This zone is absolutely gorgeous, in a Christmassy sort of way. It has you skateboarding, riding ice platforms and bouncing on springs. There are loops, more loops, and some devious ledges to crack in a special sequence. This is one *classic* Sonic zone you will not forget in a hurry.

LAUNCH BASE

You're getting closer to Robotnik and the inevitable final encounter once you hit this dangerous, exciting zone. Your biggest obstacle is getting through the zone in time and beating Robotnik in the space of ten minutes. There are homing badniks, enormous rotating cylinders and flaming steps to avoid.



Aside from the zones, the other vital ingredients in any Sonic game are the special items Sonic picks up on his travels, plus special stages and bonus rounds. Surprise, surprise! **Sonic 3** has a whole new batch of them:

REVIEW

NEW SHIELDS
A Fire Shield protects Sonic from heated attacks and enables him to carry out flying fireball attacks on his enemies!

The Water Shield means Sonic no longer has to worry about breathing underwater as he's surrounded by a big bubble, which dissolves when hit.

The Lightning Shield electrocutes nasties that touch Sonic, and enable him to leap into the air in a zap-frenzy.

One useful feature is that even when Sonic is without a shield, he can leap in the air, and provided you hit the jump button at the top of the jump, he will pulse for a second and destroy anything he comes into contact with.

Some areas of **Sonic** can only be reached with the help of the trusty Tails. Using his amazing flying power, Tails can pick up Sonic and carry him to a new location.

BONUS ROUNDS
These are kinda special. As controller, you have to collect fifty rings and touch a Star Post to save your position and enter the Bonus Round. You have to bounce off side walls to go up the screen and flip a twister handle to drop bonus items, such as special shields, extra lives and, of course, rings. The machine which holds these drops down, giving you a limited number of chances to collect goodies as it descends. You begin again from the Star Post once you leave the bonus stage.

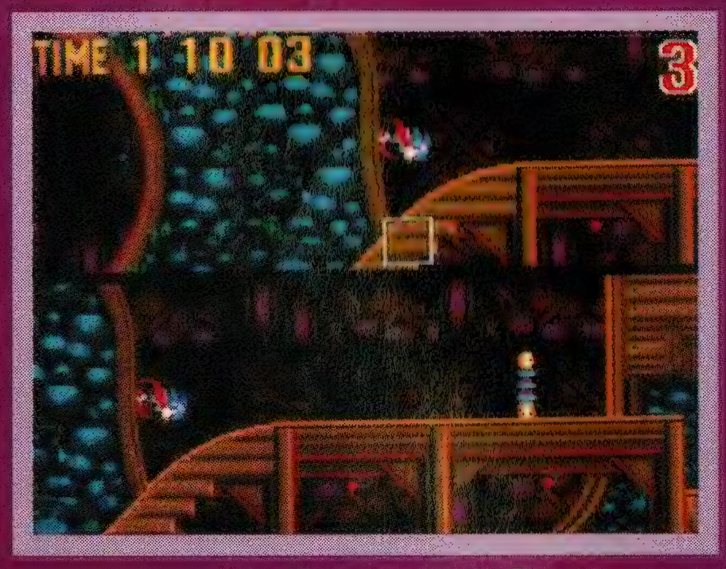
SPECIAL STAGES
The Special Stages will have you really climbing the walls! In order to enter, you have to find an enormous gold ring that is hidden away in the various levels. Once you jump through it, go direct to a Special Stage where you will find Sonic running on an enormous chequered ball with other coloured balls attached to it. You simply have to collect the blue balls and avoid the red ones - if you hit any of them you're out!

There are also rings to collect if you manage to clear the blue balls in a square shape. However, if you collect the blue balls, you are awarded one of the seven Chaos Emeralds.

TWO-PLAYER GAME
Sonic 3 features a very special two-player game, with five zones which differ completely from the main game. You can play either against the clock or a friend. All the usual Sonic-type obstacles are included, plus some really sneaky ones!

The two-player mode adds a whole new perspective to the game and offers some serious challenges. You get to play as either Sonic, Tails or Knuckles! The presentation is similar to the two-player mode on *Sonic 2*, but it looks sharper and the routes are trickier.

BATTERY BACK-UP
Because **Sonic 3** is the biggest Sonic game ever made, the folks at Sega have built in a special type of storage called F-RAM. This is similar to the battery back-up which is found in all Sega games to date, but it requires less power to save the same amount of information, and uses a completely different principle.



Above: Two-player mode. Time Attack game

A SONIC SUMMARY...
Sonic The Hedgehog 3 is the biz! Experienced Sonic players, plus the few people in the world never to have played a Sonic game, will find that a first-class challenge awaits them.

On the surface, **Sonic 3** may look similar to its two predecessors, but don't be fooled. The sheer size of the game sets it apart from any other Sonic offering. The graphics are wonderful and the music and sound effects are the best ever seen in a Sonic game.

Sonic 3 advances the Sonic legend to the next level. Miss it at your peril for you'll be missing the video game event of 1994. - V.L.

Below: Tails and Super Sonic head off to find mega-action in Sonic 3.

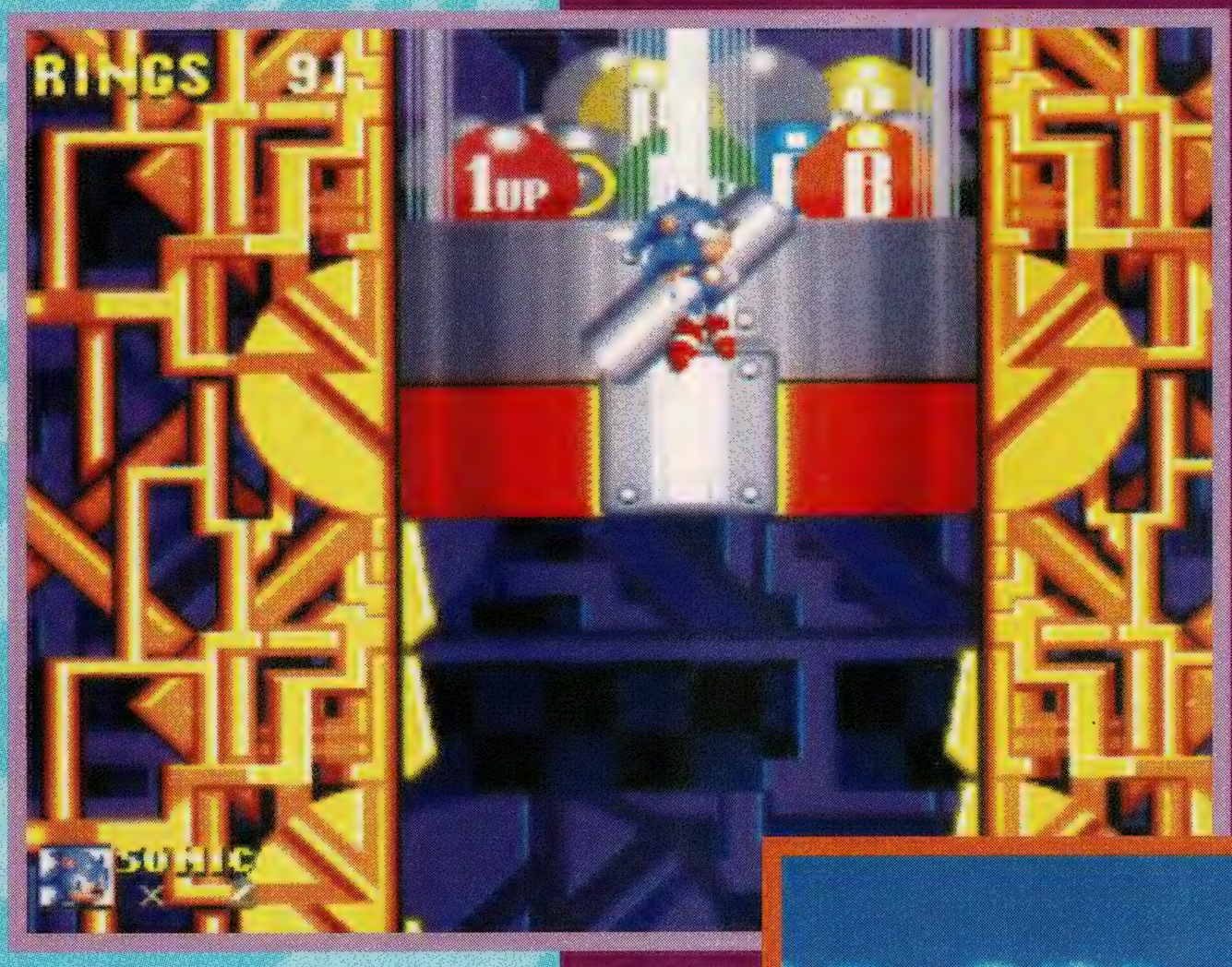
FAST FAX

PUBLISHER: SEGA
PRICE: £59.99

GRAPHICS 95
SOUND 95
PLAYABILITY 95

RAVES: Everything!
GRAVES: Expensive.

OVERALL 96%



NEW

ETERNAL CHAMPIONS

武士道 PART 1

SCRIPT: MICHAEL COOK
ART: BRIAN WILLIAMSON & STEVE WHITE
LETTERING: TOM FRAME

1994. **TOKYO**, WHERE GLEAMING NEON CASTS DARK SHADOWS. . . AND DARK SHADOWS HOLD DARK SECRETS.

YOU HAVE DONE WELL, TASHIDA.

YOU CAN REST ASSURED THAT THE ORGANISATION WILL PAY WELL FOR THE **BIO-KEY PLANS!**

I AM GRATEFUL, NAKANO. IT IS FAR FROM EASY TO SMUGGLE SECRETS FROM UNDER THE NOSES OF THE GOVERNMENT.

THEN LET US CELEBRATE OUR SUCCESS WITH...

WHAT IS IT? I...

SILENCE! I HEAR A NOISE.

YOU HEAR THE SOUND OF **JUSTICE!**

YAMOTO!

GAAGHH!

IN THE OFFICE OF ARMS DEALER NAKANO, THE SECRETS OF THE DARK ARE REVEALED. **SHADOW YAMOTO** – NINJA ASSASSIN.

MY INFORMERS WERE SURE YOU WERE DEAD!

YOU ARE WITNESS TO THEIR MISTAKE.

NO MATTER. IT IS A MISTAKE THAT CAN SOON BE REMEDIED. **GUARDS!**

NO LONE KILLER WILL PREVENT ME FROM DEVELOPING THE SECRETS OF **BIO-KEY.**

PTOW!

PERHAPS NO SINGLE OPPONENT... BUT I NO LONGER FIGHT **ALONE.**

PTOW!

THE ETERNAL CHAMPIONS:

NINE ULTIMATE WARRIORS FIGHTING ACROSS TIME FOR THE SOUL OF THE FUTURE.

KER-AASH!!

***R.A.X. COSWELL** — 23rd CENTURY PRO KICK-BOXER.*

WE DONE GOOD, HUH? FOLLOWED YOU IN, JUST LIKE YOU SAID.

I THOUGHT SUCH A SIMPLE INSTRUCTION WOULD BE WITHIN EVEN **YOUR** CAPABILITIES.

JONATHAN BLADE – 21st CENTURY BOUNTY HUNTER.

CAN THE SWEET-TALK, YAMOTO. WE ALL KNOW HOW FOND OF HIM YOU ARE, BUT NOW IT'S TIME FOR **FIGHTING.**

VIOLENCE IS THE SANCTUARY OF THE BRAINLESS AND THE BARBARIAN. 'TIS THE SECRET SCIENCE OF ALCHEMY THAT HOLDS THE KEY TO THIS STRUGGLE.

XAVIER – 17th CENTURY ALCHEMIST AND WARLOCK.

WITH A SIMPLE TRANSFORMATION CHANT THIS DEVIL'S WEAPON WILL BECOME A USELESS SLAB OF IRON.

SPELL AIN'T WORKING, MR. MAGIC MAN.

THUNK!

THEN MY STAFF MUST BE SUFFICIENT TO TURN YOUR BRAIN TO JELLY.

UGH!

JETTA MAXX – 19th CENTURY REVOLUTIONARY.

CHAMPIONS! IT IS NAKANO. HE ESCAPES!

YOUR BAND OF BATTLING MISFITS WON'T STOP THE DEVELOPMENT OF THE BIO-KEY PROJECT.

YAHH!

JETTA. FORGET BIO-KEY. WATCH THE CREEP BEHIND YOU!

WHA...?

LARCEN TYLER — 1920'S CHICAGO PRIVATE EYE.

NEVER MIND, I'LL GIVE THE CREEP A BLOODY NOSE FOR YA!

GAKK!

MITCHELL MIDDLETON KNIGHT, ALIAS MIDKNIGHT, VAMPIRE BIO-CHEMIST FROM THE FUTURE STREETS OF LONDON.

SNFFF?

NO! YOU HAVE WOKEN THE BLOOD-LUST IN THE MONSTER.

I AM NO MONSTER. YOU CANNOT COMPREHEND THE **HUNGER**.

C'MON, MIDKNIGHT. KNOCK IT OFF. THIS AIN'T THE TIME OR THE PLACE FOR A SNACK.

BUT I MUST CONTROL IT. MY THIRST MUST BE FOR BATTLE.!

THOOM! THOOM! THOOM!

THEY'RE TOO MUCH FOR US! WE MUST FLEE!

TRIDENT— GENETICALLY-ENGINEERED MANPHIBIAN FROM PRE-FLOOD ATLANTIS.
THERE ISS NO EX-SSITT, FLESH MEN.
SLASH — PREHISTORIC APE-MAN FROM 25,000 B.C.
GRR! SMASH THEM GOOD?
YOU MAKE A BETTER CRUSSADER THAN THESE FEEBLE HUMANSSS.
PAH, 'TIS HUMAN WIT THAT LED US TO THIS FAMOUS VICTORY.
CAN IT, WIZARD. WE AIN'T WON NOTHING YET.
WE HAVE WHAT WE CAME FOR. THESE PAPERS PROVE IT.
IT IS JUST AS THE ETERNAL CHAMPION HAS FOREWARNED. WE HAVE ARRIVED IN THE TIME STREAM AT THE INVENTION OF BIO-KEY TECHNOLOGY — THE TECHNOLOGY THAT CREATED THE OVERLORD.
IT IS TECHNOLOGY THAT THREATENS THE FUTURE OF MANKIND. AND IT MUST BE DESTROYED.
AND WE'RE THE PEOPLE TO DESTROY IT!

NEXT ISSUE: ON THE WATERFRONT

NEWS Zone

SONIC COUNTDOWN!

Sega set official release date for Sonic 3

Thursday, February 24th, 1994. Mark this date in your diaries, Boomers, and cancel all other plans. Yes, this is the day - if all goes well - that **Sonic The Hedgehog 3** will be hitting the shops.

The brand-new Mega Drive game (reviewed in this issue), is Sonic's biggest outing since the release of *Sonic The Hedgehog 2* in November 1992. That game shattered all records in numbers sold - outselling conventional albums from stars like Madonna and Simply Red. Will **Sonic 3** be even bigger?

Sega are planning some mega activities around and after the launch of the game. Just what these secrets were was still hush-hush as STC went to press. However, be sure to check out next issue's News Zone for more details of the biggest Sonic event of 1994!

DON'T TRY THIS

EA plans to send Nation's youth Skitchin'

In a diabolical plan to rid this country of its young, Electronic Arts will be launching the deadly sport of Skitchin' next month. A combination of skating and hitch-hiking, Skitchin' involves grabbing hold of the nearest

MEET KNUCKLES →

He eats ants - and hedgehogs - for breakfast!

This is Knuckles, the 'new kid on the block' in **Sonic The Hedgehog 3.** He is an Echidna (that's spiny anteater to the 'zoologically-challenged' out there), and he's the guardian of the Floating Island's Chaos Emeralds.

Though Knuckles gives Sonic and Tails a really hard time throughout the game, he's not really a bad guy. That rotten egg Doctor Robotnik tricks him into thinking Sonic and Tails are out to steal the Chaos Emeralds.

Needless to say, it won't be long before Knuckles makes his appearance in STC's Sonic stories. Keep 'em peeled.

AT HOME KIDS!

moving vehicle and racing from city to city across the USA.

Fortunately for all, Skitchin' is confined to a new game for the Mega Drive, due for release in March. EA describes **Skitchin'** as a '...16-Meg radical rollerblade combat racing game', in which you have to 'Skitch' your way from L.A. to New York, through 12 major U.S. cities. There are no rules and no speed limits and only the toughest make it through to New York.

Skitchin' comes from the team that produced *Road Rash* and it is promised that the action will be just as fast and hard. As controller, you take out other Skitchers that get in your way with a deadly arsenal of weapons and moves.

In the interest of safety, STC advises all readers to keep their Skitchin' activities confined to their Mega Drives. It's a lot safer - and you live longer!

LAUGHING ALL THE WAY

Midland Bank step up their Sega interest

You certainly can't accuse the folk at Midland Bank of being a bunch of moneygrabbing old fogies! They're now offering their young **Livecash** account customers the chance of winning Sega Mega Drives, Mega CDs, discounts on Sega games and even a free trip to Hollywood!

The **Livecash** account is aimed at customers aged 11 to 18 years and can be opened for as little as £1. Not only do new customers have the opportunity to enter a national free prize draw, but there's also a weekly chance to win a Mega Drive game or a radio cassette player. A video recorder is up for grabs each month while a holiday for four in Hollywood is on offer every three months.

For existing **Livecash** customers there is the chance to win a Mega Drive, Mega CD and colour TV during January, February and March. Those who get their act together and reply within 14 days are entered into a draw to win one of 15 Sega Mega Drives. In addition to this, every **Livecash** customer is offered discount shopping vouchers which include: 50% off selected Sega games, a Top 30 CD for £8.99, a Top 30 cassette for £5.99, a Top 20 video for £8.99, plus a must for any budding Barry Normans - a 'buy one & get one free' offer on Odeon cinema tickets. There's even cheap pizzas!

Seems like at least one of the banks has been 'listening' to what its young customers want. (If only I hadn't just turned 18! - The Hume Who Thinks She's In Charge).

MIDLAND

KOMBAT ZONE

Mortal Kombat II hits the arcades

Prepare yourself once again. If you thought that *Mortal Kombat* was action-packed, wait until you see **Mortal Kombat II**. The sequel to the beat-'em-up block-buster of 1993 is, not surprisingly, currently taking the arcades by storm. It looks more realistic than any other beat-'em-up (the characters are slightly larger, more detailed and slimmer than before), and feels faster and more intense than the original. It's rumoured that there are many more secrets to discover too (a mystery character, for example).

In **Mortal Kombat II**, the unpleasant Shang Tsung has returned and has managed to lure the Mortal Kombatants into the ultimate contest: The Outworld Tournament. The format's much the same as before, only this time the combat takes place across eight spooky scenes, including a Living Forest (with roaring trees), and a Warrior Graveyard (a dark, foreboding place where the ground is littered with skulls).

There are now twelve fighters to control - five of them are brand new, and two are characters you couldn't previously control (namely Shang Tsung and Reptile). Scorpion, Sub-Zero, Johnny Cage, Liu Kang and Raiden are back (Sonya Blade and Kano are on holiday), whilst two Boss characters make their debut (Kintaro is a four-armed mutant, similar to Goro, only he's bigger and has tiger stripes down his back, and Shaokhan wears spiky armour like Shredder's).

All the basic moves from *Mortal Kombat* are featured, but in an improved form, and extra moves are in abundance - including a couple of new standard moves (there are at least three Special Moves for each character, plus new Finishing Moves to boot). Better still, most characters can perform a move or two in the air, which makes for a 'highly' entertaining experience.

Scorpion now has a nifty mid-air throw, Sub-Zero's Ice Fire is more flexible (and so's Raiden's Raidentricity), Johnny Cage has two styles of fireball and a powerful Shadow Uppercut, and Liu Kang's new Finishing Move sees him turning into a huge dragon.

The brand new characters include Bakara (a mutant humanoid wielding two swords), Kung Lao (who has a steel-rimmed hat, similar to Oddjob's in the James Bond film Goldfinger), Jax (who has a mean pair of fists), and two masked ladies called Meleena and Kitana (who sports a pair of metal fans). Reptile (the mysterious green ninja seen in Mortal Kombat), spits venom, has a dangerous magic ball, and - get this - has the power of invisibility. Shang Tsung is considerably younger-looking than he was in Mortal Kombat, but he still has the ability to transform himself into any other (playable) character - the ultimate fighter!

Probe Software (who did a respectable job of bringing *Mortal Kombat* to the Sega systems), are busy working away on the **Mortal Kombat II** conversions for the Mega Drive, Master System and Game Gear, for release on the Flying Edge label before the end of the year. The team are confident that the end results will be true to the arcade original. We shall see.

NEXT IN STC!

SHINOBI

INTO THE ENEMY CITADEL!

SONIC
JAWS OF THE LAVASAUROUS!

ETERNAL CHAMPIONS
ATTACK ON THE WEAPONS COMPLEX

TAILS IN TROUBLE AGAIN!

ALL THIS AND MORE IN

SONIC THE COMIC

20

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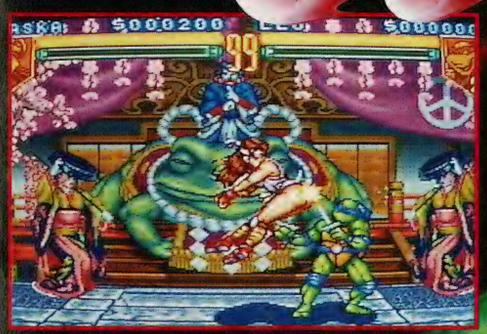
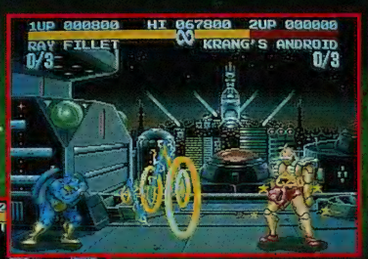
From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES TOURNAMENT FIGHTERS





SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

Teenage Mutant Hero Turtles and the distinctive likeness thereof are registered trademarks and copyright

NEW

Shinobi

THE ART OF WAR PART I

THE NEO ZEED BUILDING, TOKYO. NOVEMBER, 1993.

A STEEL AND GLASS PALACE, IT SERVES AS HOME FOR THE ZEED'S MANY LEGITIMATE BUSINESS INTERESTS.

FULLY PROTECTED BY LICENSED ARMED GUARDS.

IT WAS A FORTRESS. IMPOSSIBLE TO FORCE AN ENTRANCE.

SECURITY

Script: Alan McKenzie Art: Jon Haward Lettering: Ellie de'Ville

EVEN IF HE COULD GET HOLD OF AN ENTRY CARD, HE WOULD NOT BE ABLE TO BREAK THE PIN* CODE.

* NOTE : PERSONAL IDENTIFICATION NUMBER

BUT THAT DIDN'T MEAN THERE WASN'T A WAY IN.

THERE IS ALWAYS A WAY.

SUN TZU* SAID: "NEVER FIGHT AN ENEMY ON HIS TERMS. ALWAYS BRING HIM TO BATTLE ON YOURS."

* SUN TZU WAS AN ANCIENT CHINESE GENERAL WHO WROTE 'ART OF WAR', THE DEFINITIVE BOOK ON BATTLE TACTICS — MEGADROID.

IT WAS POINTLESS TO TRY TO DEFEAT THE NEO ZEED'S TECHNOLOGY. HE COULD NOT PASS THROUGH THEIR COMPLEX SECURITY.

HE WOULD HAVE TO GO AROUND IT.

AND TO DO THAT HE WOULD HAVE TO RETURN TO THE OLD WAYS.

JOE HAWARD

MOUNT HOTAKA, HONSHU. FIVE YEARS EARLIER.

EXCELLENT, MUSASHI-SAN.

IF YOU STAND IN FRONT OF A MAN WITH AN AUTOMATIC WEAPON, AND RAISE YOUR SWORD, OF *COURSE* HE WILL SHOOT YOU.

I HAVE SPENT MOST OF MY LIFE LEARNING THE ARTS OF *KARATE*, *KENDO* AND *ARCHERY*...

YET ANY MAN WITH A *GUN* CAN KILL ME WITHOUT EFFORT ...

YOUR ARCHERY IS FAULTLESS. THERE IS NOTHING MORE I CAN TEACH YOU. IT IS ALMOST TIME FOR YOU TO LEAVE.

THERE IS *ONE* THING THAT HAS BEEN TROUBLING ME, SENSEI.

BUT THAT DOESN'T MEAN THAT THE OLD SKILLS ARE USELESS.

DIDN'T SUN TZU SAY: "WHEN YOU KNOW YOUR ENEMY AND CHOOSE YOUR BATTLE-FIELD CAREFULLY, THE SMALLER FORCE IS ALWAYS ABLE TO OVERCOME THE LARGER."

IF YOU MUST FIGHT A MAN WITH A GUN, STRIKE HIM FROM BEHIND, WHEN HE LEAST EXPECTS IT.

BUT SENSEI ... THAT IS NOT THE WAY OF A WARRIOR. THAT IS NOT *BUSHIDO**.

AND DO YOU THINK OUR ENEMIES WILL ABIDE BY THE LAW OF BUSHIDO?

SOMETIMES, I WONDER WHAT YOU'RE USING FOR BRAINS, BOY.

* BUSHIDO IS THE ANCIENT CODE OF HONOUR GOVERNING ALL COMBAT BETWEEN SAMURAI - MEGADROID.

SENSEI WAS RIGHT, OF COURSE. THE NEO ZEED KILLED HIM WITH POISON. HARDLY AN HONOURABLE DEATH FOR A GREAT SWORDSMAN.

AND THEY KIDNAPPED NAOKO.

NAOKO. AN INNOCENT YOUNG GIRL WHO COULD DO THEM NO HARM.

AND NOW THEY HOLD HER PRISONER IN THAT GLITTERING STEEL AND GLASS TOWER ACROSS THE STREET.

TO ROOF

THEY THINK IT WILL MAKE HIM LEAVE THEM ALONE.

AND AFTER HE FREES NAOKO, HE MIGHT.

HE MIGHT JUST TAKE THE WOMAN HE LOVES SOMEWHERE SAFE AND SETTLE DOWN.

EXCEPT THAT HE KNOWS THERE IS NOWHERE SAFE.

IF HE TAKES NAOKO FROM THEM, THE NEO ZEED WILL FIND HIM WHEREVER HE RUNS. FOR THEIR ARMS ARE LONG, AND MANY.

DIDN'T SUN TZU SAY: "THE BEST DEFENCE IS A GOOD OFFENCE."

ACTUALLY, HE DIDN'T... BUT HE SHOULD HAVE.

THE BUILDING WAS SO HIGH THAT NOT EVEN THE SUSPICIOUS MINDS OF THE NEO ZEED WOULD EXPECT AN ATTACK FROM THE ROOF.

ALL HE HAD TO DO NOW WAS FIND ONE YOUNG GIRL IN A BUILDING WITH OVER A HUNDRED FLOORS.

HE COULD USE HARAGEI*. BUT THAT WOULD TAKE TIME.

* HARAGEI IS A NINJA'S RADAR-LIKE ABILITY — MEGADROID.

THIS IS ONE TIME WHEN HE WOULD USE HIS ENEMIES' OWN WEAPONS AGAINST THEM.

NEXT ISSUE: THE SEARCH FOR NAOKO.

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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q zone for hints, tips, and help with your favourite Sega games.

Mega Drive

MD

STREET FIGHTER II SPECIAL

If you've had difficulty working out the various moves for your favourite characters in **StreetFighter 2**, then take a look at the list below. To help all Boomers who received this as a Christmas present and want to win at the best beat-em-up ever, here is the complete list of moves for six of the characters, (check out the special key box on the right):

CHUN LI

1. **Hand Plant Kick**
A move that, when used repeatedly, can create a guaranteed win. A great move for placing the opposition off balance. Press Down and hard punch.

2. **Flying Throw**
A very powerful and useful move. Can cause great problems for your opponent. T while in the air and do a hard punch.

3. **Power Throw**
One of the best power moves, it also takes a lot of energy from your opponent. T and perform a hard punch.

4. **Elbow**
After performing a combination move, use this to stun your opponent before they can retaliate. Stand next to opponent and punch.

SPECIAL MOVES

5. **Lightning Kick**
A fast and very powerful surprise attack on your opponent. Watch Chun Li's feet become a blur as they speed into the opposition. Repeatedly use any kick.

6. **Backflip**
A very important move to master. This allows you to hit your opponent and get out of harms way before they fight back. T and peform a kick.

7. **Spinning Bird Attack**
Turn Chun Li into a sort of helicopter blade as she spins in to destroy your opponent's energy. Press Down for approx two seconds, then Up and kick.

8. **Fireball**
A very effective move to really damage your opponent's energy. Great for a counter attack on Ken or Ryu's fireball. A, A+Down, Down, Down+T, T and punch.

BALROG

1. **Uppercut**
A very powerful move from this former World Boxing Champion. Best used when you catch your opponent in the corner as they cannot escape. Press Down and hard punch

2. **Drop Punch**
A nice move to use when combined with a combination of punches. Can be very destructive. Press Up, T and perform a hard punch.

3. **Right Hook**
Using various punches helps to confuse your opponent. This move can result in a devastating blow. Perform a hard kick.

4. **Headbutt**
A very violent move that can cause mass destruction to your enemy. Balrog will grab hold of the enemy and headbutt them. Stand next to opponent and perform a hard punch.

SPECIAL MOVES

5. **Turn Punch**
Balrog's 2nd most powerful punch. After sprinting forward he'll hit his opponent with a vicious blow. Press all three punch buttons.

6. **Dash Punch**
A savage and nasty punch. This will cause the most problems for any of the opposition, resulting in a large loss of energy. A for approx 2 seconds, then T and punch.

SAGAT

1. **Tiger Knee**
A move that is not used that much, but it's very effective when looking for a move that the opposition is not expecting. T, Down, Down+T and kick.

2. **Low Kick**
A move that takes a large amount of energy, but is fairly easy to block by your opponent. Press Down and kick.

3. **Throw**
A great move to disorientate your opponent, and it also takes a fair chunk of energy away from them. T and medium or hard punch

4. **High Kick**
Similar to Ken's kick, this move will cause severe damage to the opposition. Stand next to opponent and perform a high kick.

SPECIAL MOVES

5. **Low Tiger Shot**
A nice one to spring on your opponent when they're least expecting it. This missile shot will cause great damage, and is very hard to avoid. Down, Down+T, T and kick.

6. **Tiger Shot**
Same as above except Sagat will not be kneeling down when firing the missile. This is his most powerful move. Down, Down+T, T and punch.

M BISON

1. **Sliding Kick**
A great move to use for knocking the enemy over. As soon as they get up, repeat this move to withdraw even more of their energy. Down and hard kick.

2. **Throw**
Get hold of the enemy and throw them to the floor. A great move to use before lashing into the opposition. T and medium or hard punch.

3. **Flying Kick**
M. Bison has the most powerful flying kick in the game. Using this will take out a lot of energy from his opponent. Up+T and kick.

4. **Belly Flop**
A great move to use when getting into position for an air or ground attack on your opponent. Up+T and punch.

5. **Fiery Fist**
Use in a similar way to Balrog's uppercut, i.e. when trying to get the opponent into a corner. T and hard punch.

SPECIAL MOVES

6. **Psycho Crusher**
Bison's most powerful move. This will turn him into a kind of missile surrounded by flames. Takes away a large chunk of your opponent's energy. A for approximately two seconds, then T and punch.

7. **Scissor Kick**
A great surprise attack. Bison will look like he's retreating, then suddenly charge into the enemy. A for approximately two seconds, then T and kick.

8. **Head Stomp**
A clever move by Bison, which is really three-in-one (head-stomp, a kick in the face, and a slide into the opponent). Down for approximately two seconds, then Up and kick.

VEGA

1. **Face Slash**
The best way to use this move is to use it repeatedly, although it doesn't take much energy away. Any punch next to opponent.

2. **Throwing Dive**
A fancy move that sees Vega dive onto his opponent and perform a throw. Down for approximately two seconds, then Up and kick, A and punch.

3. **Sliding Kick**
A great way to knock over your opponents before launching into an attack. Down and hard kick.

4. **Low Lunge**
Vega will strike out at the enemy using his claws. A good move to finish off your opponent. Down and hard punch.

5. **Throw**
As the name suggests, this is another move that will grab hold of the opponent, forcing them to the ground. T and hard punch.

SPECIAL MOVES

6. **Claw Dive**
A savage and effective move. Jump into the air and dive onto the enemy, then scratch them with your claw. Down for two seconds, then Up, kick, and punch.

7. **Wall Dive**
Effective for getting out of tight corners and attacking your opponent high.
Go to edge of the screen, then Up and A.

8. **Claw Roll**
Use this ground roll to hit an enemy whilst at the other side of the screen. A for approximately two seconds, then T and punch.

KEY TO ACRONYMS

A - MOVE AWAY FROM OPPONENT
T - MOVE TOWARDS OPPONENT

If you're still not getting very far, here's a cheat that will allow you to fight with the special moves only:

NOTE: This only works with six button joypads!

When the Capcom logo appears at the start of the game, press Down, Z, Up, X, A, Y, B and C. You should hear Chun Li's victory shout.

KEN

1. **Footsweep Kick**
A very nice move to use after a standard flying kick. Down and kick.

2. **Axe Kick**
Finish your opponent off whilst he's in a stunned state to complete the job. Stand next to enemy and perform a hard kick.

3. **Power Throw**
A vicious throw which sees Ken throw his opponent across the screen.
Push towards opponent and perform a high kick.

4. **Aerial Hurricane**
A super fast move to confuse your opponent in an attempt to get out of a tight corner. Jump, then Down, Down+A, A and kick.

SPECIAL MOVES

5. **Dragon Punch**
A powerful punch; lethal when used in a combination of moves. T, Down, Down+T and punch.

6. **Fireball**
A long distance attack move which takes energy from an opponent, even when trying to block. Down, Down+T, T and punch.

7. **Golden Fireball**
Similar to the above, except this is much more powerful and fast. Only happens after firing three fireballs. Down, Down+T, T and punch. Repeat three times.

8. **Hurricane Kick**
A very fast and unpredictable move. Takes out a lot of energy, and your opponent will find it hard to block this kick. Down, Down+A, A and kick.

THE QUEST TO RESCUE THE MISSING ENCHANTER KING FROM THE LAND BEYOND IS OFF TO A SHAKY START.

TAILS, YOU'RE SUPPOSED TO BE THE CHAMPION OF THE NAMELESS ZONE. NOW *PROVE* IT!

K-CHANG!

SURE ERROL, I'M JUST WAITING FOR THE ER... RIGHT MOMENT!

The Land Beyond Part 2

Tails

TAKE YOUR TIME... 'HERO'.

LOOK I'VE TRIED TO EXPLAIN ABOUT THIS 'HERO' THING. THERE'S BEEN A MISTAKE...

COME DOWN AND FIGHT, *COWARD!*

SO, TELL ME ABOUT THIS *'MISTAKE'*...

RUN AWAY!

THEY'RE TOO TOUGH FOR US!

OH DEAR, I THINK YOU'RE GOING TO BE CROSS!

Script: Nigel Kitching **Art:** Dave Windett/John M. Burns **Lettering:** Steve Potter

IT WAS THE LETTERS I WROTE TO MY FAMILY... I WANTED THEM TO THINK I WAS DOING WELL IN THE EMERALD HILL ZONE, SO I... ER... EXAGGERATED A FEW THINGS...

LIKE SAYING IT WAS *YOU* WHO DEFEATED DOCTOR ROBOTNIK, AIDED BY YOUR LITTLE BLUE HEDGEHOG PAL?

I NEVER MEANT TO. THINGS JUST GOT OUT OF HAND...

THE ENCHANTER KINGS MUST BE TOLD OF THIS DECEPTION...

DO YOU REALLY *HAVE* TO?

OF COURSE! IT'S MY CLEAR DUTY! BUT ENOUGH NOW, WE APPROACH THE ENTRANCE TO *THE LABYRINTH!*

I HAVE STUDIED MAPS OF THESE TUNNELS. QUICKLY, *THIS WAY!*

YIKE!

WHAT'S THE MATTER ERROL, WASN'T HE ON YOUR MAP?

THIS WAY, TAILS. I KNOW THESE TUNNELS LIKE THE BACK OF MY PAW!

BOY, THIS IS THE BEST JOB I *EVER* HAD!

YAAAAA!

LOOKS LIKE YOUR SECRET'S SAFE. YOU'LL DIE A HERO!

NOBODY'S GOING TO DIE, ERROL...

...I *CAN* FLY, REMEMBER?

OH YEAH, I FORGOT...

YOU SAVED MY LIFE, TAILS...

DOES THIS MEAN YOU WON'T TELL ON ME?

I DON'T WANT TO... BUT IT'S MY DUTY.

OH...

LOOK! MAYBE THESE ARE REALLY OLD SKELETONS, AND WHATEVER DID THIS IS LONG GONE.

GRRRRR!!

SCRATCH THAT THEORY...

IS SOMEBODY THERE? ARE YOU GOING TO RESCUE ME?

WHO'S THAT?

THANK GOODNESS YOU'VE COME! MY NAME IS *SHIROB*.

THE MISSING *ENCHANTER KING!*

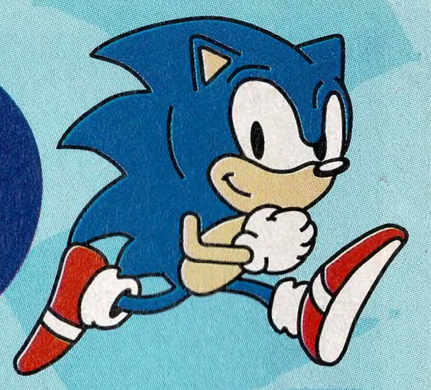
BY THE LOOK OF HIM HE'S SOME KIND OF *SACRIFICE!*

IT'LL TAKE SOME TIME TO BREAK THESE CHAINS. LET'S HOPE THE *OWNER* OF THAT GROWL DOESN'T TURN UP!

YOU SAID IT!

NEXT ISSUE : ***SLY AS A FOX!***

SPEEDLINES

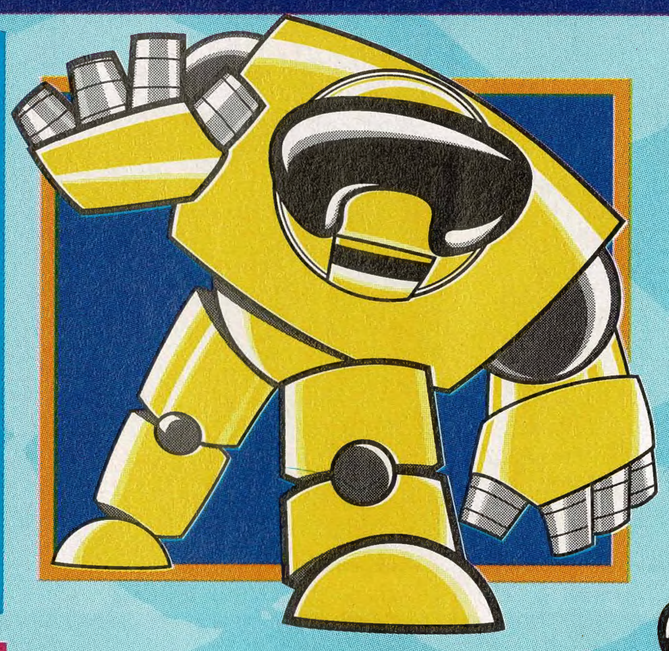


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

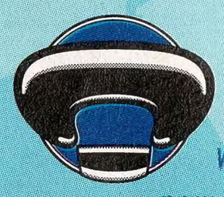


Face the Facts

Dear STC,

I would like to know more about Sonic, Tails, Doctor Robotnik and the others. Why don't you bring out a Sonic and friends/enemies fact file?

Nicholas Clark, Larkhall, Strathclyde.
Sonic Water Fun Game Winner.



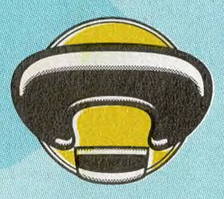
Funny you should mention that, Nicholas, my old Boomer. We're working on a Badnik database right now. However, there's so many of them it's going to take a while, but keep watching STC for all sorts of Sega info.

Death of a Hedgehog?

Dear STC,

I have a query. I was talking to one of my friends who mentioned that he had read that Sonic would die in Sonic the Hedgehog 4. Naturally, I refused to believe him, but I'm now starting to wonder if this is true. If it is, who would replace him (who could?) -Tails, perhaps?

David Alexander, Ivybridge, Devon. MD owner.
Sonic Water Fun Game Winner.



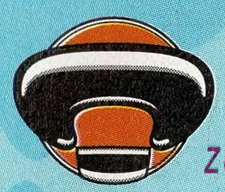
*A typical hume-case of mistaken identity. Since **Sonic 3** is only just about to come out (therefore, Sonic 4 is a l-o-n-g way off), I'd suggest that any reports of Sonic popping his sneakers are greatly exaggerated.*

Price Was Right

Dear STC,

Why did you increase the price of STC? Surely you make loads of money every day anyway, so what's the point? Is it just so you can get a Jag and a massive house? (which you've probably got already). STC is a good comic that *was* at a good price. However, as my pocket money is only £2 per week, I now can't afford it, and I'm sure this goes for lots of other readers as well.

William Pedley, Abingdon, Oxfordshire.
MD owner.
Sonic Water Fun Game Winner.



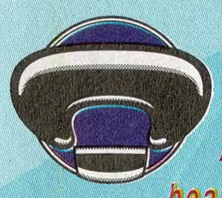
The reasons for the price increase were explained in STC 13's Control Zone, William, and believe me, the decision was not taken lightly. We don't have any control over the rising prices of raw materials, but we do try and make sure that STC carries the highest quality comic-strips and features. Therefore, STC will always be good value for money.

Decap Reader

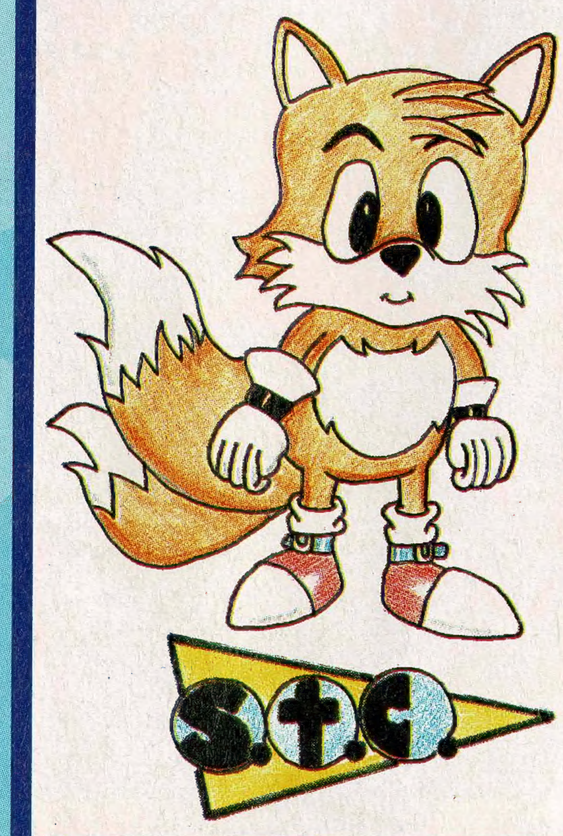
Dear STC,

We get STC every fortnight and enjoy it very much (a particular favourite was **Decap Attack**). I would like to add that it has played an important part in encouraging my son to read for himself.

Liz Keeley, Belper, Derbyshire.
Sonic Water Fun Game Winner.

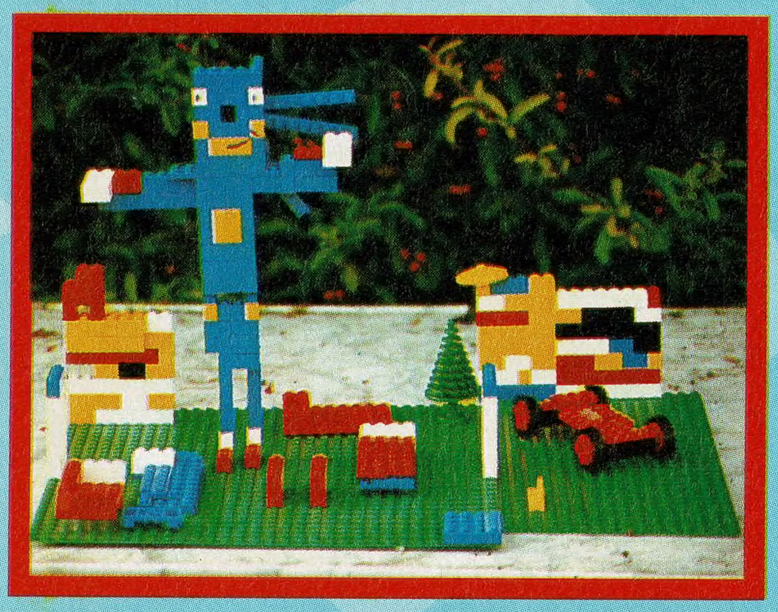


*Glad to be of help, Liz. Keep an eye on your son though. Reading **Decap Attack** can be hazardous to anyone's health!*



Lee takes a break from the soccer field to practice some other strokes.

Lee Chapman, Melton Mowbray, Leicestershire.
MD owner.
Sonic Water Fun Game Winner.



Sonic goes to Legoland.

Sarah Player, Saffron Walden, Essex. GG and MS owner.
Sonic Water Fun Game Winner.

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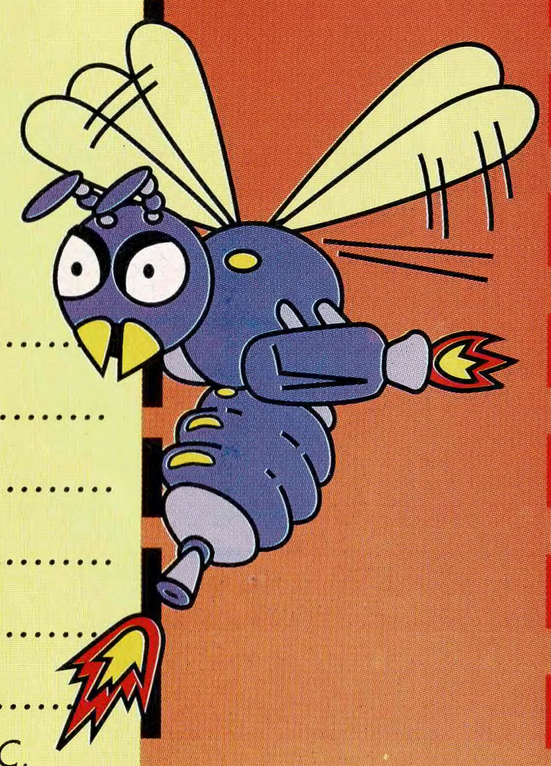

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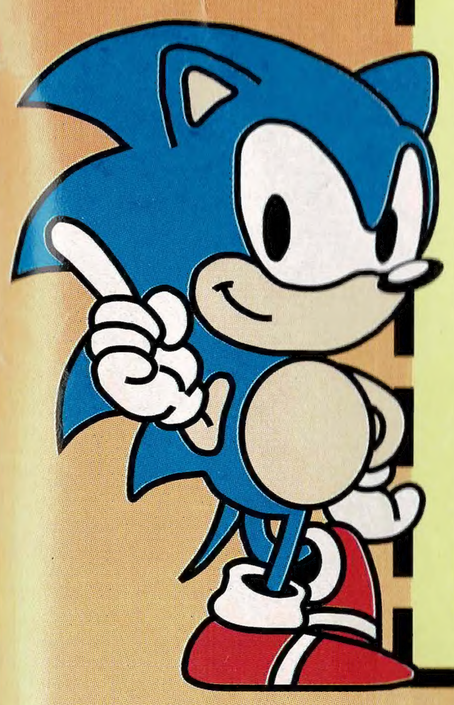

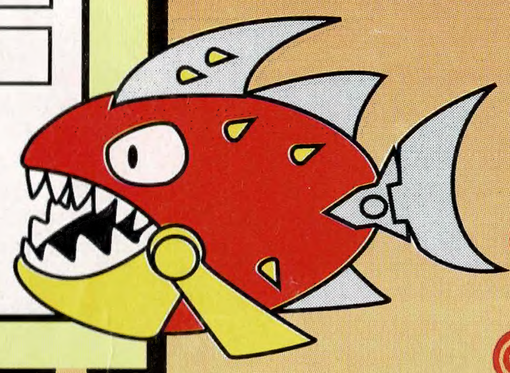

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Tell us your name, age & address.

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Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

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What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

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List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 19 OF STC?

☐ %

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HELP! I'M TRAPPED

NOW THE GAME'S OVER!

6561
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